

BONZO SUPER MEDDLER THE 1986 summary [NEWS 1 to 7]

NEW MEDDLERS START HERE ! THE "TWELVE PACK" of Cassette Programs which everyone seems to acquire transfer will very few alterations : - ALL TWELVE WILL TRANSFER WITH OPTION 1, RE-LOCATION IN OPERATION. ONLY MINOR ALTERATIONS ARE NEEDED. DO NOT FORGET TO "SAVE" AN ALTERED FILE AND DELETE THE "BAK" FILE.

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| <p>1) #ROLAND IN THE CAVES.....NO ALTERATIONS NEEDED</p> <p>3) #ANIMAL MINERAL VEGETABLE :
ALTER LINE 870 IN AVM.BAS TO READ RUN"!AVMA18"</p> <p>5) #GALACTIC PLAGUE :
ALTER LINE 130 IN GALAC.BAS TO READ RUN"!GALAC2"
AMEND LINE 10 IN GALAC2.BAS TO:
MEMORY &2fff:LOAD"!GALAC3"</p> <p>7) #SULTAN'S MAZE :
DELETE THE MEMORY COMMAND IN LINE 30 OF MAZE1.BAS</p> <p>9) #BRIDGE-IT :
IN BRIDGE1T.BAS MAKE LINE 887 READ:
887 LOAD"!T":LOAD"!PIC":POKE 42737,201:
CALL 42701: M1=1</p> <p>11) #XANAGRAMS :
RENAME XANAGRAM.BAS TO YANAGRAM.BAS
RENAME XANAGRAM.BAK TO XANAGRAM.BAS
LINE 740 IN XANAGRAM.BAS TO READ CHAIN"!YANAGRAM"
LINE 81 IN YANAGRAM.BAS TO READ :
81 LOAD"!XANWORDS":POKE 42737,201:CALL 42701</p> | <p>2) #OH MUMMY.....NO ALTERATIONS REQUIRED</p> <p>4) #TIMEMAN ONE :
ALTER LINE 870 IN TIMEMANO.BAS TO RUN"!T1A14"</p> <p>6) #FRUIT MACHINE :
ALTER LINE 570 IN LOADER TO READ RUN"!FRUIT"
RENAME LOADER TO SOMETHING MORE APT !
AMEND LINE 8020 IN FRUIT.BAS TO INCLUDE LOAD"!DATA"</p> <p>8) #EASI-AMSWORD :
ALTER LINE 570 IN LOADER TO READ RUN"!EAMSWORD"
RENAME LOADER TO PERHAPS WORDPRO !
ADD A LINE No.45 : DISC TO THE EAMSWORD FILE.</p> <p>10) #ROLAND ON THE ROPEs :
AMEND ROLAND2.BAS AS FOLLOWS :
20 LOAD"!ROLANDC"
30 LOAD"!ROLANDD"
INSERT THIS EXTRA LINE:
32 POKE 42737,201:CALL 42701</p> <p>12) #HAR(R)IER ATTACK :
NO ALTERATIONS, BUT WRITE THIS SHORT PROGRAM TO DISC TO RUN IT:
10 MEMORY 32767:LOAD"!HARIERAT"
20 POKE &8061,&c9:CALL &8000
30 LOAD"!HARRIERA":POKE 42737,201:CALL 42701:CALL &9111
SUGGEST YOU SAVE IT AS "HARRIER.BAS"</p> |
|--|--|

OPTION 1 - REPORTED DURING 1986.

REQUIRING MINOR OR NO ALTERATIONS... [* indicates loader or special comment is listed in summary]

KANE, ROLAND GOES DIGGING, FANTASIA DIAMOND, ATRWOLF, LAST V8, RALLY11, SABOTEUR, KNIGHT TYME (so many of you tell me it is a "RAVE" game, then I suppose it is !) NUCLEAR HEIST, VODOC PAGE, TANK COMMANDER, BOMB JACK, NOCTURNE, THE YOUNG ONES, BRIAN JACKS SUPERSTAR CHALLENGE (to find a longer name presumably ?), HIGH RISE, MUNCH IT, MOLECULEMAN, QUIZ QUEST, TRASHMAN, KILLAPEDE [original version,current is RANDAMX], JAMMIN, INTO OBLIVION, MORDON'S QUEST, MAGIC CLOCK, HAPPY NUMBERS, HAPPY LETTERS, SPLAT, AMSGOLF, SEABASE DELTA, GHOSTS AND GOBLINS, FAIRLIGHT, ALEX H SNOOKER, BLAGGER, SPEED KING, CYRUS CHESS, TECHNICIAN TED (from COMP. HITS 2), MANIC MINER, TOAD RUNNER, STORM GLADIATOR, WIZARDS LAIR, GLASS, STRIKE FORCE HARRIER, TAU CETI, SPEECH, LORDS OF TIME (delete the SYMBOL AFTER command in the loader !), DOOMDARK'S REVENGE, AUSTERLITZ, TOAD RUNNER, BLOCKBUSTERS, POPEYE*, DRAGON'S GOLD, AMSTRAD SHUFFLE (side A), ELIDON, WRIGGLER, PSYCHEDELIA*, TRAPDOOR*, GEOFF CAPES*, LIGHT FORCE*, FIREANT*, WARLORD*, TERRA-COGNITA, BACK TO REALITY, NECRI'S DOME,MACADAM BUMPER*, THE HOBBIT*,COMMANDO* CODENAME MAT*, FINDERS KEEPERS*, MINDER, FIVE A SIDE SOCCER, VIDEO POKER, POWERPLAY, LUCKY FRUITS, ROBIN OF SHERLOCK, CONQUEST, LOCOMOTION, FORM'LA ONE SIM., EASY ART, PANDA SPRITES, AMSGOLF, GAUNTLET (NOT the "SUPER GENUINE VERSION" !), MUSIC MAESTRO, REBEL PLANET, SCREWBALL, SEABASE DELTA, OLYPIAD 86, PAKCAVERNS, NIGHTSHADE*, TREASURE TUNNELS, THE EXPERIENCE, TEACH YOURSELF BASIC, GOR, TIMELORD, THE BOGGIT, GOLDEN TALISMAN, HEAVY ON THE MAGIC*, DUNDARACK*, KNIGHT LORE *, ALIEN 8*, EDEN BLUES*, SWEevo'S WORLD*.

It is no surprise that many of you encounter problems here, MOST "NORMAL" loaders require amendments to filenames in the basic initial files. Very often no name is specified at all, IE. LOAD"!". Just alter or add the appropriate filenames and RESAVE the file to disc. If a BINARY file has been relocated then it will probably be necessary to change a MEMORY instruction to be one LESS than the START ADDRESS of the relocated binary file. Many will have become amazingly proficient at detecting these things, it does require a little attention to detail. Where the files are ALL binary, then there can be a problem if the program has not been written with the stringent requirements of the DISC system in mind. One of the most wanted is SWEevo'S WORLD, the following basic program will run it exactly as transferred by BONZO.

```

SWEevo'S WORLD,          5 OPENOUT"D":MEMORY 1499:CLOSEOUT
THIS SHORT LOADER WILL RUN 10 LOAD"sweevo":LOAD"sweevohi",11000
SWEevo, THE FILENAMES ARE 15 FOR X=&643 TO &665:POKE X,0:NEXT
EXACTLY AS TRANSFERRED BY 20 FOR x=300 TO 311:READ a$:POKE x,VAL("&"&a$):NEXT:CALL 300
BONZO...OPTION 1.        30 CALL 1500
                          40 DATA 21,8a,a6,11,d2,ab,1,93,7b,ed,b8,c9
    
```

##THE HOBBIT## JUST NEEDS THIS "LOADER" WRITTEN TO DISC TO RUN IT EXACTLY AS TRANSFERRED :

```

1 OPENOUT"d":MEMORY 3699:CLOSEOUT:LOAD"!hobbit
2 FOR x=3700 TO 3727:READ a$:POKE x,VAL("&"&a$):NEXT:POKE &12e,&c9
3 CALL &f00:CALL 3700:LOAD"hobbit2":CALL &f62
4 DATA 06,07,21,89,0e,11,dc,05,ed,77,bc,21,00,c0,cd,83,bc,cd,8f,bc,c9,48,4f,42,42,49,54,31
    
```

[2] OPTION 1 continued

COMMANDO NEEDS THE FILE "COMMANDO" CHANGED TO COM1.BIN, and this short basic loader written to run it:
LINE 10 OPENOUT"D":MEMORY &5BFF:CLOSEOUT LINE 20 LOAD"!COM1" LINE 30 CALL &5C00

CODENAME MAT....some have spotted that RUNNING the BINARY file gets it up and running, but for those of you that like the "packaging" look at the end of the basic loader, alter the MEMORY command to 6700, and put the name in the LOAD"! command. Resave it ! You can now run the full program. That will serve as an indication of the most likely kind of alteration you will need to make if a program fails to run with a "BAD COMMAND".

EDEN BLUES. Just pick up the main file [EDEN.BIN] and simply RUN"EDEN". Owners of the original issue should NOT relocate. It's good practice to figure out how to get the loading screen as well !

NIGHTSHADE: just change line 10 to read:

10 OPENOUT"D" : MEMORY 3788 : CLOSEOUT : LOAD"NPIC",&1300 : CALL &1300 : LOAD"NPRG" : POKE 42737,201 : CALL 42701 : CALL &1300

FINDERS KEEPERS, this has been reported as OPTION2, but the original version was OPTION 1. Even so it confuses some! for the record the original required amendments to the basic file thus: DELETE LINES 30 and 40, write a new LINE 40-

40 OPENOUT"D": MEMORY 2047: CLOSEOUT: LOAD "FK.BIN": CALL 2048

Resave it , and there it is. (FK1.BIN is a 34k. file)

It is worthwhile noting the alterations to line 100 in the MANIC MINER basic loader as it includes the relocation adjustment.

100 MEMORY &4500:LOAD"DATAMK1V.BIN":POKE 42737,201:CALL 42701:add=&6e5c:CALL add

Here are more "*" loaders (there were several for LIGHTFORCE),in all cases DO NOT RELOCATE. With the exception of PSYCHEDELIA it is likely (for LIGHTFORCE & GEOFF CAPES it is certain) that RAMDAMX will do them and save the need for the loader.

POPEYE LOADER

10 OPENOUT"D": MEMORY 767: CLOSEOUT
10 LOAD "POP": CALL 768

NB.RENAME POP.BIN = POPEYE.BIN

TRAPDOOR LOADER

10 OPENOUT"D":MEMORY 511: CLOSEOUT
20 LOAD "TRAP": CALL 512

NB. RENAME TRAP.BIN = TRAPDOOR.BIN

PSYCHEDELIA

INSERT INTO START OF LINE 30:
LOAD"PSY.BIN": CALL 16384: then rest
of line as was.

FIREANT LOADER

1 REM: FILES FIREANT,FCODE1,FCODE2,FCODE3 - DO NOT RELOCATE

5 BORDER 0

10 FOR x=&be80 TO &bedb:READ a\$:POKE x,VAL("&"+a\$):NEXT

20 CALL &be80

100 DATA 21,ff,af,11,fc,a6,e7,cd,ce,bc,21,d3,be,b6,7,11,30,75,d5,cd,77,bc,e1,cd,83,bc,cd

110 DATA 7a,bc,3e,cd,32,54,76,21,b2,be,22,55,76, 21,bf,be,22,65,76,c3,30,75,b6,b21,d2,be

120 DATA 34,21,cd,be,11,0,cd,0,9,cd,37,bd,3e,c9,32,f1,a6,cd,cd,a6,c3,c4,86,46,43,4f,44,45,30,46,49,52,45,41,4e,54,54,ff

MACADAM BUMPER LOADER

1 REM MACBUMPER: FILES MACADAM.LAY/PRG/SCR and MAC

10 LOAD"MAC",&bed0:FOR X=&bed1 TO &bedc:READ A\$:POKE X,VAL("&"+A\$):NEXT:POKE &bf37,82:CALL &bed0

20 DATA b0,ae,11,88,a9,0e,07,cd,ce,bc,0,0

30 REM:bf37 puts suffix to r from n

GEOFF CAPES LOADER

10 REM GEOFFCAP,CAPES1,CAPES2,NOT RELOCATED

20 FOR x=&be80 TO &bed7:READ a\$:POKE x,VAL("&"+a\$):NEXT

30 CALL &be80

40 DATA 11,ec,a9,21,14,af,e7,cd,ce,bc,21,c9,be,b6,8,11,0,40,d5,cd,77,bc,e1,cd,83,bc,cd

50 DATA 7a,bc,3e,cd,32,1f,80,21,b7,be,22,20,80

60 DATA 3e,c3,32,31,80,21,bd,be,22,32,80,c3,0,80,21,d1,be,b6,b,c9,21,d6,be,34,21

70 DATA d1,be,b6,b,c3,5,11,47,45,4f,46,46,43,41,50,43,41,50,45,53,31,ff

LIGHT FORCE LOADER

```

5 REM LIGHT FORCE LOADER: FILES LFORCE & LF
10 OPENOUT"D":MEMORY 1000:CLOSEOUT
20 MODE 1:BORDER 0
30 LOAD"lforce"
40 POKE &61d,&c9:CALL &5f5
50 LOAD"lf",&cb8
60 FOR I%=0 TO 13:READ d%
70 POKE &c00+i%,d%:NEXT
80 CALL &c00
90 DATA &21,&b8,&9a,&11,&b8,&aa,&01,&00,&8e,&ed,&b8,&c3,&42,&06

```

WARLORD LOADER

```

10 OPENOUT"D":MEMORY &3fff:CLOSEOUT
20 LOAD "WARLORD":CALL &4026

```

HEAVY ON THE MAGIC

```

1 REM:magick,magic1,magic2
10 FOR X=&be80 TO &be92:READ A$:POKE X,VAL("&"+A$):NEXT
20 OPENOUT"D":MEMORY 1499:CLOSEOUT:LOAD"MAGIC"
30 POKE &65a,&35:POKE &65b,&5:POKE &677,&a3:POKE &678,&4b
40 POKE &5e5,7:POKE &686,7:POKE &68b,&80:POKE &68c,&be:POKE &bd16,233
50 CALL 1500
60 DATA e5,cd,37,bd,f3,21,b0,a5,11,74,af,01,7b,a0,ed,b8,e1,fb,e9

```

DUNDARAC

```

5 REM: DUNDARAC- AND DUNP
10 OPENOUT"dum":MEMORY &97f:CLOSEOUT
20 LOAD"dundarac"
30 POKE &1488,&c9
40 CALL &1459
50 FOR i%=0 TO 13:READ j$:POKE i%+&980,VAL("&"+j$):NEXT
60 LOAD"dunp"
70 CALL &980
80 DATA 01,30,98,11,d1,ad,21,19,a2,ed,b8,c3,0a,5a

```

KNIGHT LORE

```

10 OPENOUT"dum":MEMORY &10f3:CLOSEOUT
20 LOAD"knight"
30 POKE &2500,&30:POKE &1140,&4:POKE &1141,&a6:POKE &113b,1
40 POKE &113d,&d0:POKE &113e,&7:POKE &1148,&c3:POKE &1149,&f4:POKE &114a,&10
50 FOR x=&10f4 to &10fc:READ a$:POKE x,VAL("&"+a$):NEXT:CALL &1100
60 CALL &1100
70 DATA cd,83,bc,cd,7a,bc,c3,4b,11

```

ALIEN B

```

5 REM: ALIENB- ALIEN AND 0
10 OPENOUT"dum":MEMORY &10f3:CLOSEOUT
20 LOAD"alien"
30 POKE &2500,&30:POKE &1136,&4:POKE &1137,&a6:POKE &1131,1
40 POKE &1133,&d0:POKE &1134,&7:POKE &113e,&c3:POKE &113f,&f4:POKE &1140,&10
50 FOR x=&10f4 to &10fc:READ a$:POKE x,VAL("&"+a$):NEXT:CALL &1100
60 DATA cd,83,bc,cd,7a,bc,c3,41,11

```

In the meantime, we can assure you that with OPTION ONE, virtually all standard loaders (and that is over 80% of available software) will transfer to and run from disc. In most cases only simple changes to filenames are needed. Those with "illegal calls ", and imprudent use of SYMBOL AFTER are the likely failures. It should be remembered that some programs have been issued in more than one form, and that MANY OPTION1 transfer can alternatively be dealt with by one of the RANDAMS.

[4] OPTION 2

OPTION 2 HEADERLESS FILES.

1986 VERIFIED REPORTS were [* indicates special reference follows] :

KUNG FU, NUMBER ONE, FRANK-N-STEIN, MR.FREEZE*, RED ARROWS, SIR LANCELOT*, SUBSUNK*, OBSIDIAN*, BOULDERDASH*, CAULDRON, SPY V SPY*, DOPPLE-GANGER, JOQUASARS* , GHOSTBUSTERS (re-issued version), CLASSIC INVADERS*, GILLIGAN'S GOLD, WARLORD(464 VERSION)*, CAULDRON II*, CLIMB-IT, 3D BOXING, THE APPRENTICE*, SKYFOX*, NEXUS*, ANDROID 1, BATTLE BEYOND THE STARS*, MACROCOSMICA*, VIEW TO KILL*, GLIDER RIDER (Part) *.

Good examples of absolutely standard loaders as given in instructions are CAULDRON,SPY V SPY,SIR LANCELOT and SUBSUNK.

CAULDRON transfers a BACK1 plus B1 to I1, a one line loader is required : 10 MEMORY 42239:LOAD"back1":CALL 42240

SPY VS SPY transfers BACK1 plus B1 to M1, GET the basic loader on disc, list it,change the LOAD" to LOAD"!BACK1", resave it!

SIR LANCELOT: just get the loader to read as follows: 10 ON BREAK GOSUB 40

20 MEMORY 9999

NOTE, changes to this line only >>> 30 LOAD"!back1":CALL 15000 ..

40 CALL Playgame

SUBSUNK: arrange loader to read as follows: 10 MEMORY 89C3F

20 LOAD "BACK1"

30 CALL 89C40

BOULDERDASH this has BACK1 plus B1, but needs this specially written "loader" to run it :

10 MEMORY 42499:FOR X=42500 TO 42567:READ A\$:POKE X,VAL("&"A\$):NEXT:CALL 42500

100 DATA 6,5,21,40,a6,11,40,0,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,3e,cd,32,40,0,3e,a2,32,41,

0,3e,c9,32,51,0,cd,40,0,e5,b,2,21,45,a6,11,0,2,cd,77,bc,e1,cd,83,bc,cd,7a,bc,c3,52,1f,c9,42,41,43,4b,31,42,31,0

GLIDER RIDER is part headerless, part flashload. Follow these instructions and you'll amaze yourself !

[1] Put a fresh , formatted side of disc in drive. GLIDER tape in player [2] RUN BONZO OPTION 2 until the loading screen is displayed and the files are on disc - STOP THE TAPE. RESET FROM BONZO. The tape should now be positioned just before the start of the "flash" block. [3] Write this program VERY carefully, RUN it and press play on your tape recorder. OR USE THE 1987 EXTRA "MASTGET & RUN"

5 REM THIS GETS THE 2ND GLIDER FLASHY BLOCK

10 !DISC:OPENOUT"D":MEMORY &3fff:CLOSEOUT:LOAD"b1"

20 FOR X=&be80 TO &beff:READ A\$:POKE X,VAL("&"A\$):NEXT

30 POKE &41ab,&c3:POKE &41ac,&80:POKE &41ad,&be:CALL &40D0

100 DATA f3,21,b9,be,11,00,00,01,40,00,ed,b0,fb,21,ff,af,11,fb,a6,0e,07,cd,ce,bc,21,b6

110 DATA be,11,00,04,06,03,d5,cd,8c,bc,e1,11,00,9c,01,00,04,3e,02,cd,98,bc,cd,8f,bc,c3

120 DATA 00,04,47,4c,49,01,89,7f,ed,49,c3,91,05,c3,8a,b9,c3,84,b9,c5,c9,c3,1d,ba,c3,17

130 DATA ba,d5,c9,c3,c7,b9,c3,b9,b9,e9,00,c3,c6,ba,c3,c1,b9,00,00,c3,35,ba,00,ed,49,d9

140 DATA fb,c7,d9,21,2b,00,71,18,08,c3,41,b9,c9,00,00,00,00,ca,ff,ff,ff,ff,ff,ff

If all is well you now have a 40K file on disc with "B1" - 11K. All you need now is to write the loader, call it GLIDER and save it. RUN "GLIDER" should give you what you wanted.

5 REM THIS RUNS GLIDER RIDER

10 OPENOUT"D":MEMORY &3fff:CLOSEOUT

20 LOAD"B1":POKE &400b,&c9

30 CALL &4000 : RUN"GLI"

VIEW TO A KILL, this is struggle-free if you can afford the time ! You need a full side of a disc, in the usual way RUN BONZO OPTION 2, wait until the MENU prompts you for a selection and choose GAME A, allow it to load and the disc will start up again, dumping "B1" to disc. When this is done reset your machine, check the contents of the disc, and ERASE "BACK1.BIN", and RENAME "B1.BIN" to "A.BIN". NOW rewind tape and go through procedure again - but select GAME B, ERASE "BACK1.BIN" and RENAME "B1.BIN" to "B.BIN". You now know what to do for game C ! A little thought will enable you to fast wind the tape after selecting the games B and C so that you don't have to wait forever ! A simple multi-purpose loader will now enable you to run any of the three games - but note the restrictions if you haven't completed the first part ! Here is the MULTI-LOADER,

10 CLS: REM the viewtokill games ABC OPTION 2

20 FOR x=&be8f TO &bec2:READ a\$:POKE x,VAL("&"a\$):NEXT

30 INPUT "WHICH GAME A.B.C ? ",A\$

32 A\$=UPPER\$(A\$):X=ASC(A\$):IF X<&41 OR X>&43 THEN 30

34 POKE &be90,X:CALL &be8f

100 DATA 3e,0,32,c2,be,fe,43,28,e,fe,42,28,5,11,d1,64,18,8,11,b5,71,18,3,11,88

110 DATA 90,ed,53,c0,be,11,0,c0,21,c2,be,b,1,cd,77,bc,eb,cd,83,bc,cd,7a,bc,c3,0,0,0

[5] OPTION 2 continued

CAULDRON II will need this "special" loader to run it (the files are BACK1 plus subsidiaries). HEX NOTATION - lower case letters are use to avoid confusion between 0-d , b-8 , etc. It doesn't matter what you use when typing-in the listing.

```
1 REM THIS RUNS CAULDRON 2, FILES BACK1 A1-J1
10 OPENOUT"D":MEMORY &1fff:CLOSEOUT
20 LOAD"BACK1"
30 POKE &2001,250:POKE &2002,0:POKE &2024,&18:POKE &2025,1:
  POKE &203b,&2c :POKE &203c,1:POKE &203d,0:POKE &2031,0:POKE &2032,0
40 FOR x=320 TO 333:READ a$:POKE x,VAL("&"+a$):NEXT:CALL 320
50 DATA 21,18,20,11,fa,00,01,37,00,ed,b0,c3,00,20
```

CLASSIC INVADERS (STILL A GOOD GAME !), requires this as a "loader"

```
10 MEMORY 9999:LOAD"BACK1",10000
15 CALL &bbff
20 FOR X=&4000 TO &400d:READ A$:POKE X,VAL("&"+A$):NEXT:CALL &4000
30 DATA 21,10,27,11,40,00,01,56,14,ed,b0,c3,40,00
```

SKYFOX - OPTION 2 LOADER

```
1 REM skyfox back1, b1-f1
10 MEMORY 20474:LOAD"back1"
20 POKE &500d,&20:POKE &500e,2:POKE &5208,&24:POKE &5209,&a6
30 POKE &521f,&38:POKE &5220,&a6:CALL 20475
```

THE APPRENTICE- OPTION 2 LOADER

```
5 REM:APPRENTICE BACK1 AND B1
10 OPENOUT"D":MEMORY 4607:CLOSEOUT
20 LOAD"BACK1":POKE &34d0,&be:POKE &34e7,&be:POKE &1202,&be
30 FOR X=&34c3 TO &34f7:POKE (X+35328),PEEK(X):NEXT
40 A=&124a:FOR X=&1254 TO &125e:POKE A,PEEK(X):A=A+1:NEXT
50 FOR X=&1255 TO &125e:READ A$:POKE X,VAL("&"+A$):NEXT
60 CALL 4608
70 DATA 1e,20,16,0,21,0,a1,cd,ab,bb
```

Some programs poke a binary file and run it from basic. If we want to use other than option 1, because the remainder is headerless, then it is a simple matter normally to extract the binary file. MR.FREEZE is onesuch, and serves as a good example. First transfer the basic initial file using BONZO 1. LIST IT and ADD the lines 5 and 55, as shown below (don't bother with the REMS). RUN it with a tape in player and it will save the binary file to it. NOW use BONZO option 2 to pick up this file, then switch to the MR.FREEZE tape which will be conveniently positioned to raise files to disc from the remainder of the tape. On completion of transfer your disc will contain the original basic file (which can be erased) AND BACK1 with it's supplementary files B1 etc. WRITE the short loader to disc, call it MRFREEZE if you like. Running it will create the game from disc. Following are other programs dealt with in similar fashion, complete with the original notes.

MR. FREEZE, THE ORIGINAL BASIC SHOWING ALTERATIONS TO EXTRACT THE BINARY FILE.

```
5 OPENOUT"D":MEMORY 999:CLOSEOUT: 'add this
10 DATA 33,95,57,17,0,16,62,1,205,161,188,205,95,57,201
20 FOR n=1000 TO 1014
30 READ d
40 POKE n,d
50 NEXT
55 !TAPE:SAVE" ",8,1000,15,1000:STOP : 'add this-save to tape:
  run bonzo 2,switch to rest of original: run with mrfreeze
60 CALL 1000 : CALL 33407
```

THE REPLACEMENT LOADER TO RUN MR.FREEZE FROM DISC:

```
5 OPENOUT"D":MEMORY 999:CLOSEOUT :REM set memory
10 LOAD"BACK1":CALL 1000: :REM get it -run
20 CALL 33407
```

OBSIDIAN: The first file needs "doctoring" ! Without BONZO, use a spare tape and the following to get the first BINARY file from tape, this will be modified by the "SWAP" program and resaved to your spare tape. Use BONZO (OPTION2) to load the new file - then deftly switch the tape for the original which will be correctly positioned for BONZO to collect the remainder. The "LOADER" can now be written to disc, run it to run OBSIDIAN.

```
10 REM this SWAPS the first file for OBSIDIAN
20 OPENOUT"d":MEMORY 1023:CLOSEOUT
30 !TAPE:LOAD" ":POKE &442,0:POKE &443,0:POKE &444,0:POKE &450,0:POKE &451,0:POKE &452,0
35 PRINT"SWAP TAPES,PLAY & RECORD,ANY KEY":CALL &bb18
40 SAVE"obsid",b,&400,200,&400
```

```
THIS IS THE LOADER FOR OBSIDIAN : 10 OPENOUT"d":MEMORY 1023:CLOSEOUT
20 LOAD"back1":CALL 1024
```

[6] OPTION 2 continued

3DQUASARS, this requires a "juggle" to extract the binary loader from basic ["old hands" will know this].

FIRST - transfer the basic file to disc using OPTION 1, ESCAPE immediately this has transferred.

SECOND remove the QUASAR tape, without moving the tape position. From basic LOAD "3DQUASAR" (YES ! LOAD not run !).

THIRD, find a blank tape (or a bit of one !), put in in your player, press play and record. Type as a direct command, SAVE "GETIT",B,539,18,539 [ENTER]. This will put a very short file on your tape, rewind it to the beginning of "GETIT", leave it in player.

FOURTH. RUN "BONZO", put destination disc in drive, select option 2, "GETIT" will be transferred to disc - REMOVE "GETIT" tape, and substitute 3DQUASAR tape (which you now know is correctly positioned for BONZO to pick up the headerless file.) BONZO will continue loading from this tape, transfer a B1 file and then run the game ! At this point you know you have the "goods" on tape. Reset your machine and have a look. SURE ENOUGH - BACK1 and B1.

LAST. Erase the 3DQUASAR file, AND write this one line file to disc, named 3DQUASAR or whatever you fancy.

10 OPENOUT "D": MEMORY 538: CLOSEOUT : LOAD "BACK1": CALL 539 - Running this will run the game.

RADZONE is partly headerless, but we'll cheat a bit. Use OPTION 1 to transfer the files RADZONE and RAD (ends at block 7). Leave the tape in place, quit BONZO, use this short program to pick up the headerless section. You wont need it once you have the file "RC" on disc.

```
5 MEMORY 14000: !TAPE.IN: !DISC.OUT
10 FOR x=100 TO 111: READ a$: POKE x, VAL("&a$"): NEXT x: CALL 100
20 SAVE "RC",B,&36b1,&6b69
30 DATA 21,b1,36,11,69,6b,3e,80,cd,a1,bc,c9
```

All that remains to be done is to alter line 3 IN "RAD" to read- 3 LOAD"!rc":CALL &875d. Resave "RAD" and erase the ".BAK" file. Running RADZONE will do just that.

WARLORD (464 only requires "juggling"). Transfer the first two files with OPTION 1 [WARLORD and TCODE]. Then quit BONZO and use this to transfer the next file to another tape. Leave the GAME tape in the position it finishes.

```
10 OPENOUT "D": MEMORY &4ff: CLOSEOUT
20 !TAPE: LOAD "", &500
30 POKE &501,0: POKE &502,&c0: POKE &50B,0: POKE &50C,0: POKE &50d,0
40 SAVE "X", &500,40,&500
```

The "trick" is then to use BONZO on OPTION2 to pick up the new file, then DEFTLY switch to the GAME tape, whereupon the remaining headerless files will be transferred. All that is needed now is to DELETE lines 20-90 in the basic loader and add the filename BACK1 to line 100 and resave the altered loader.

BATTLE BEYOND THE STARS : use the same routine as for 3DQUASARS.

THE NEXUS SORT-OUT OPTION 2

NEXUS would be absolutely except that BONZO can only handle 25 sub-files ! THIS fixes it. Follow directions on the right.

<p>(a)</p> <pre>1 REM: SPLIT NEXUS FILE 10 !DISC: MEMORY &a03f: LOAD "LOADCODE" 20 POKE &a058,201: !TAPE : SAVE "A",B,&a040,&20,&a040 30 POKE &a058,6: SAVE "B",B,&a058,&20,&a058 40 PRINT "DONE": END</pre> <p>(b)</p> <pre>10 MEMORY &a03f: LOAD "back1": CALL &a040 20 SAVE "NSCREEN",B,&c000,&4000 30 REM: NOW DELETE BACK1 AND B1-11</pre> <p>(c)</p> <pre>5 REM: NEXUS LOADER BACK1,B1-U1 10 BORDER 20 20 MODE 0 30 SYMBOL AFTER 256: OPENOUT "P": MEMORY &12ff 40 FOR n=0 TO 15: READ a: INK n:a: NEXT n 50 LOAD "!NSCREEN" 60 LOAD "BACK1" 70 CALL &a058 80 DATA 13,20,26,14,25,9,22,10,0,1,11,7,16,15,3,6</pre>	<p>NEXUS: SKIP PAST THE BASIC LOADER AND TRANSFER "LOADCODE" WITH OPTION 1. CLEAR MACHINE. REMOVE "NEXUS" TAPE. PUT A BLANK TAPE IN YOUR DECK. TYPE IN AND RUN (a) WHICH WILL PUT TWO FILES ON YOUR TAPE. CLEAR MACHINE, REWIND YOUR TAPE, AND USE OPTION 2 TO PICK UP THE FIRST FILE ON YOUR TAPE. QUICKLY SWITH TO "NEXUS" TAPE & CLEAR MACHINE WHEN BONZO HAS DUMPED SCREEN TO DISC.</p> <p>TYPE IN AND RUN LIST (b) WHICH WILL CONSOLIDATE THE SCREEN FILE. ERASE BACK1 and B1 - 11. PUT YOUR TAPE IN PLAYER, RUN BONZO OPTION 2 TO PICK UP YOUR SECOND FILE and THEN SWITCH TO "NEXUS" TAPE. BONZO WILL THEN PUT THE REMAINDER TO DISC.</p> <p>USE LIST (c) TO LOAD AND RUN THE GAME. FOLLOW THESE INSTRUCTIONS EXACTLY - IT'S QUITE SIMPLE !</p>
--	--

OTHER HEADERLESS INFORMATION. OPTION 2. ## NOTE DO NOT TRY TO SAVE DIFFERENT HEADERLESS FILES TO THE SAME SIDE OF A DISC ##

OPTION 3 FLASHLOADERS.

The 1986 REPORTS were, [Those that require attention of BONKEY files are marked "*" .]

JET SET WILLY, BRUCE LEE, BARRY MC.BOXING, MATCHDAY, SCRABBLE, RAMBO, PING PONG, GYROSCOPE, BOUNTY BOB, TERROMOLINOS*, KONG STRIKES BACK, HUNCHBACK11, ZOIDS, WINTER GAMES, ZORRO,DAMBUSTERS, RAID*, DALEY'S DECATHLON, HACKER, FRANKIE GOES TO HOLYWOOD, CLUEDO, SAM FOX POKER, "V", EYE-SPY, GUNFRIGHT, KUNGFU MASTER, [ALL FOUR FROM "THEY SOLD A MILLION 11], SPYTREK, MONOPOLY*, YIE-AR KUNG FU*, BATMAN*, GREEN BERET*, RESCUE ON FRACTALUS, DESERT FOX, DAN DARE, EXPLODING FIST (RECENT ISSUE),IMPOSSIBLE MISSION, ITS'A KNOCKOUT !

Current trends with "SPEEDLOCK", are not too encouraging. We have had over the last 3 years BEACH-HEAD, FIGHTING WARRIOR, HYPERSPORTS , HIGHWAY ENCOUNTER and ALIEN HIGHWAY that will not respond. This last month sees TWO more - REVOLUTION, STREET HAWK that refuse to behave ! Is it because of "fearless advertising", now becoming the norm, that these type of loaders are becoming more difficult to deal with ? Obviously they will become the subject of "major meddling" during the next few months. It is known that JUGGERNAUT in it's original form was a simple OPTION 3 transfer, yet on a new "compilation" it is resisting this method.

1986 BITS AND PIECES**MACHINE DIFFERENCES**

CPC464 , CPC664, CPC6128 there are some anomalies ! For example where MEMORY XXXX will suffice on one machine it may sometimes only work with OPENOUT"D": MEMORY XXXX: CLOSEOUT on the other. Obviously it is safer to always use the latter. A general point is the SIZE of BASIC programs, although running perfectly well on a tape machine some are so tight for memory that they will not even load into the DISC based machine. A good example is THE WILDBUNCH, the solution is to go through the program erasing all REMS and extra spaces until it's cut down to size ! You could use TOOLKIT1, if you know what it is.[GOOD]

ASSORTED LOADERS Recent news suggests that THE HOBBIT, FINDERS KEEPERS, JEWELS OF BABYLON and MESSAGE FROM ANDROMEDA, GHOSTBUSTERS,CAULDRON, 30GRANDPRIX, DEVIL'S CROWN, and SORCERY are now issued in a revised form.

** STEVE DAVIS SNOOKER transfers easily enough and runs on the 464. It will NOT RUN on 664/6128 because it makes "illegal calls" to the KEYBOARD MANAGER WORKSPACE, which is located at different addresses in the 664/6128 !.

You will all have rushed out and bought A.A. with it's FREE (?) copy of COVENANT, and perhaps mystified as to why their DISC transfer program failed to work. IF your copy was the same as mine, then use this one:

COVENANT ***THE FREE COPY DOES NOT TRANSFER AS SUGGESTED***, put BONZO away and transfer to disc using this short program :

USE THIS INSTEAD OF THE LISTING	10 MEMORY 4999:;TAPE.IN:;DISC.OUT	** WHEN ON DISC JUST
IN # AMSTRAD ACTION. #	20 LOAD"!":POKE &a63e,&c9:CALL &a63D	RUN "COVENANT" !!
	30 SAVE"!COVENANT",B,&1388,&92a8,&2a87	

**** THEY SOLD A MILLION 2 **** David Owen reports that ALL FOUR transfer with the "FLASH" option : BRUCE LEE, KNIGHTLORE, MATCHDAY, and MATCHPOINT.

LEVEL 9 GAMES: I have finally been able to confirm that the recent issues have a new loading system [first notified from AUSTRALIA !]. The originals , although OPTION 1, did require a bit of manipulation due to the use of the AMSDOS workspace by the first BINARY file ! [would've been OK if it was the last]. The new loader would be a straightforward OPTION 2 but for the same problem. However BONZO can be given a rest, and THE WORM IN PARADISE using the new system can be transferred to disc with this short program, CAT past the files WORM and GAME :

```
10 REM: SKIP WORM AND GAME - USE THIS TO GET WORM FILES TO DISC
15 ;TAPE.IN:;DISC.OUT
20 FOR X=&be8D TO &bed1:READ A$:POKE X,VAL("&"A$):NEXT A$:CALL &be8D
100 DATA 3e,44,21,f0,4c,11,10,b,22,b9,be,ed,53,c1,b,be,cd,b2,be,0,21,70,0,11,90,3f,3e,c9,32,95,be,3e,54,cd,88,be,
    21,0,4D,11
110 DATA f0,5c,3e,54,cd,88,be,c9,21,cf,be,35,b,3,11,0,0,d5,cd,8c,be,cf,11,0,0,1,0,0,3e,2,cd,98,bc,cd,8f,bc,c9,34,57,4f
```

Use this as the loader to run the adventure:

```
10 REM THIS WILL RUN WORM FILES ON DISC-1W0 2W0 3W0
15 !DISC
20 FOR X=&be80 TO &bec2:READ A$:POKE X,VAL("&"+A$):NEXT:CALL &be80
100 DATA 21,c0,be,34,6,3,11,0,40,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,0,3e,c9,32,94,be,21,70,0,22,87,be,cd,80,be,21,0,c0,22,87,
    be,cd,80
110 DATA be,cd,eb,bd,cd,37,bd,21,0,c0,11,f0,9c,1,10,b,ed,b0,c3,12,8a,30,57,4f
```

It is certain that the other LEVEL 9's will need similar attention. Let me have a copy if you are not acquainted with M/CODE, and I'll sort them out individually.

42C THE BIG BUST

SHOGUN is our "biggie" for the festive season, so pay attention because this is where YOU do all the clever stuff. You only need BONZO to transfer the first two blocks, one BASIC and one BINARY - onto a clear side of a disc for clarity. RENAME the BASIC file to SO.BAS [that's a zero after the "S"]. RENAME the BINARY file S.BIN. Good stuff eh? Leave the tape in the position it was left in - just before all that headerless stuff, write this file, run it, press play and await developments!

```
5 REM GET SHOGUN FILES 1S TO 9S
10 MEMORY &9fff
20 FOR X=&a000 TO &a07a:READ A$:POKE X,VAL("&"+A$):NEXT:CALL &a000
100 DATA 21,00,c0,11,00,40,cd,52,a0,21,00,03,11,ff,8e,cd,52,a0,21,00,c0,11,00,14,cd,52
110 DATA a0,21,00,d4,11,00,03,cd,52,a0,21,00,d8,11,00,06,cd,52,a0,21,00,e0,11,00,06,cd
120 DATA 52,a0,21,00,e8,11,00,02,cd,52,a0,21,00,f0,11,00,03,cd,52,a0,21,00,ff,11,00,01
130 DATA cd,52,a0,c9,e5,d5,3e,16,cd,a1,bc,e1,d1,22,6f,a0,21,78,a0,34,06,02,d5,cd,8c,bc
140 DATA e1,01,00,00,3e,02,11,ff,8e,cd,98,bc,cd,8f,bc,c9,30,53,00
```

IF all is well (and your tape was the same as mine), you now have another NINE files 1S TO 9S...and all you have got to do is to work out what to do with them all to get them to run ! As it's nearly Whitsun you can use this loader - call it SHOGUN.

```
5 REM RUNS SHOGUN [ ORIGINAL SHOGUN.BAS NOW SO.BAS, 1ST BINARY NOW S.BIN]
6 REM PLUS FILES S1 TO S9.
10 MEMORY &9fff:FOR X=&a000 TO &a05b:READ A$:POKE X,VAL("&"+A$):NEXT
20 CALL &a000
100 DATA 21,ff,af,11,fc,a6,0e,07,cd,ce,bc,3e,c9,32,37,bd,3e,c3,32,a1,bc,21,46,a0,22,a2
110 DATA bc,11,70,01,21,44,a0,06,02,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,21,44,a0,11,00,92
120 DATA 06,01,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,c3,00,92,53,30,eb,21,5a,a0,34,06,02,d5
130 DATA cd,77,bc,e1,cd,83,bc,cd,7a,bc,37,c9,30,53
```

I do hope you find that worthwhile, it's one thing "cracking" a game - it's a totally different thing writing a couple of routines that anyone can type and get to work !

By request a method of invoking infinite lives on BATMAN. The LOAD in line 10 should refer to whatever you have called the original OFLASH. Write this file to disc, call it BATLIFE and run it whenever you want to cheat!

```
10 LOAD"BATMAN":POKE &be9d,&cd:POKE &becc,&c3:POKE &bebf,&c8:POKE &bec0,&be
20 POKE &bec8,&af:POKE &bec9,&32:POKE &beca,&90:POKE &becb,&1c
30 CALL &bbff:CALL &be80
```

GET DEXTER, for infinite Energy on the "SPECIAL" version that I have supplied numerous meddlers, David Owen reports that by inserting POKE &9ed1,0 into the basic loader AFTER the LOAD"D1" the sought after result is achieved !

DUNGEON ADVENTURE, by omitting the last two blocks which hold the data for the Gothic UDG's, and saving the first 14 blocks - SAVE"DUNGEON",B,&3000,&7000, a clean Gothics-free game is achieved. The loader (the !TAPE command enables save and load) is

```
10 OPENOUT"D": MEMORY &2fff: CLOSEOUT : LOAD "DUNGEON" : !TAPE : CALL &3000
```

The Dungeon sort out from ALISTER FITZSIMMONS.

A real weird one from S.G.SMITH, apparently the OPTION 1 transfer of HUNTER KILLER runs if the files BNONAME!, CNONAME!, and ONONAME! are stored under USER 8 ! How long did it take to discover that ?! And, no, I don't know why. [do I want to ?].

BEAU JOLLY FIVE STAR GAMES

A bit of a mixture here, SPINDIZZY goes RAMDAMX as suggested elsewhere, ZODIUS is a standard tidy OPTION 1, and WHODARESII transfers RAMDAM, with all the peculiarities of the original. That is to say on my 6128 it will run properly 3 times out of 10 ! A dump passed to an owner of a 664 to check proved 100% every time, whilst 464 owners have reported variously "no problems" and others with an assortment of "cures" like pressing TAB and CAPSLOCK together whilst it loads. The remaining pair, 3 WEEKS IN ROCHDALE and EQUINOX - best we can do is offer our "SPECIALS" service !

Neil Gore suggests that in PART 2 of THE BOGGIT you type DELTA 4, and return by typing THE BOGGIT. No he doesn't say what happens - but your AMSTRAD explodes, he has discovered something really novel !

SPECIALS

Some of the more complicated transfers can only be sensibly offered as a "dump" to your disc. The charge of 50p per program is modest enough, just send your disc with a list and proof of ownership of each game wanted (like the inlay card ! - I don't want the tape) - and they'll come back to you quickly. The current list has been extended (thanks are due to some of our regulars donating their hard work - I do a few myself !) AND reduced by the impact of the RAMDAMS:

EVERYONE'S A WALLY, HIGHWAY ENCOUNTER, ALIEN HIGHWAY, MOONCRESTA, STARSTRIKE2, DRUID, NICK FALDO PLAYS SOMETHING, GET DEXTER, 3 WEEKS IN PARADISE, EQUINOX, SAI COMBAT, NIGHT GAMES (2 full sides , 6128 only at present), ZAXXON, BOUNDER, THING ON DING, ROCKY HORROR, HARVEY HEADBANGER, STAINLESS STEEL, BATTLE OF THE PLANETS, TOMAHAWK, TRIVIAL PURS (main file only), TLL.

#RAMDAM and RAMDAMX#

The routines that made BONZO MEDDLER "SUPER" ! In a very short space of time reports were flooding in: Only RASPUTIN and RUNESTONE from the same stable produce files that will not run.

SOUTHERN BELLE-A, CHIMRA-AN, RAINBIRD MUSIC SYSTEM-AN, THE MUSIC MAKER-AN, STARFIREBIRDS-B, WARLORD[464], ALIEN, BATTLE FOR MIDWAY, NONTERRAWOTSIT !, SOUL OF A ROBOT, STOCKMARKET, ELECTRO-FREDDY, CONFUZION, LOCOMOTION, BATTLE OF BRITAIN, CHOPPER SQUAD, ROOM TEN, NINJA MASTER-AN, JEWELS BABYON (1ST), MESSAGE FROM ANDROMEDA (1ST), FINDERS KEEPERS, LASERWAR, FLIGHTPATH 737, JUMP JET, ERIK THE VIKING, RETURN TO EDEN, TANK COMMANDER-BN, STARGUAKE-B, THRUST-AN, SPIKY HAROLD-AN, COLLAPSE-AN, HELICHOPPER-AN, MUSIC BOX, SURVIVOR-AN, REVENGE OF CS-AN, CLASSIC RACING-AN, BOMBS CARE-AN, DON'T PANIC-AN, WHO DARES WINS!!-B, HOUSE OF USHER-AN, GAC-AN, FANTASTIA DIAMOND, NEARLY ALL ROLANDS, [WILLOW PATTERN & DRAGONTORC - screen not 100% but playable], STAR AVENGER-BN, BOOTY-BN.

RAMDAMX

Will be incorporated into the RAMDAM list in future lists including an extra suffix "X". As it is new this list is only an indication of potential ! My stock of original tapes for testing is somewhat depleted, but I anticipate reports of RAMDAMX transfers to outstrip RAMDAM ! REMEMBER - RAMDAMX is for programs commencing with a BINARY file ! This is what I can confirm:

KILLAPEDE-BN, TROLLIE WALLIE-AN, BIGTOP BARNY-AN, TEMPEST-AY, SPINDIZZY-AY, THE APPRENTICE-AY, LIGHTFORCE-AY, 3CGRANDPRIX-AY, REDHAWK-BY, DEATHVILLE-AY, COVENANT-AY, OBSIDIAN-AY, TRAPDOOR-AY, INTERDICTION PILOT-BN.

NB. TRAPDOOR and DEATHVILLE need the MODE set up - see instructions.

BONZO CLONE ARRANGER

The section for TONTO's mate. Owners of BCA and extra ROMS and TWO drives who were pleased with the A-B/OPTION3 mod listed below need to know ROMS can be bypassed by calling BCA from a different address. Load BCA via a one-liner thus:

```
10 MEMORY 38339:LOAD"ABCLONE":POKE &95d0,&5d:CALL 38340
```

The disc to disc option provided encouraging reports, and indications of those that will not "clone". Dismal as it is those of you who report "no go" discs, always point out that none of the "others" can do them either ! Is it a compulsion to acquire every copier imaginable that gets such solid information ? The disc to disc option was never intended to be BCA's primary job - but has proved extremely popular. The 1986 reported transfers were :

THEY SOLD A MILLION 1, RAINBIRD MUSIC SYSTEM, WINTER SPORTS, HITCHHIKERS GUIDE, TASWORD, PROTEXT, SORCERY+, ELITE, STRANGELOOP+, WAY OF THE TIGER, MONTY ON THE RUN, 3D STUNTRIDER, LORDS OF MIDNIGHT, TANK COMMANDER, HYPERSPORTS, VIEW TO KILL, MINI OFFICE II, TORNADO LOW LEVEL, NEVER ENDING STORY, RAID OVER MOSCOW, and MACROCOSMICA, SIREN'S MASTERDISC [WHO DAT ?], FROSTBYTE, WRIGGLER, BATMAN, GAC, NODES OF YESOD, LOCKSMITH, THE KNIFE, TOMAHAWK, JACK THE NIPPER, WINTER GAMES, AMSTRAD MUSIC BOX, ALIEN HIGHWAY, THE ANIMATOR, TAU CETI SPECIAL EDITION, ADVANCED (RAINBIRD) MUSIC SYSTEM.

The full "no go" situation as known is BIGGLES, KNIGHT GAMES, LORD OF RINGS, TRIVIAL PURSUITS, WORKING BACKWARDS, and SPINDIZZY. Good job SPINDIZZY tape is a RAMDAMX transfer now !

When BCA was written in AUGUST 1986 it was aimed at the single-drive owner (like the author !), but so many paupers (as a result of buying a second drive), requested the DISC to DISC option for A/B working that the following modification was contrived. The listing is check-summed, so the chance of error are minimal. Just be sure that the new version works properly before erasing the original. ENSURE that your current version has the parameters 38740,4000,38740 before attempting it. The new parameters are as line 40, and the new version is named ABCLONE.

```
10 CLS:CS=0:MEMORY 38339:LOAD"BCNCLONE",38740
20 FOR X=38340 TO 38739:READ AS:P=VAL("&"*AS):CS=CS+P:POKE X,P:NEXT
30 IF CS<>40832 THEN PRINT"DATA ERROR - PLEASE CHECK":END
40 SAVE"ABCLONE",8,38340,4400,38340
100 DATA 3e,c3,32,ce,97,21,d2,95,22,cf,97,c3,54, 97,22,df,98,3a,31
110 DATA 97,fe,ff,ca,e9,96,fe, 50,ca,32,97,cd,ab,9c,c,20,4f,4e,45,20
120 DATA 4f,52,20,54,57,4f,20,44,52,49,56,45,53,20,5b,20,31,2e
130 DATA 32,2e,5d,20,3f,0,3e,40,cd,1e,bb,20,9,3e,41,cd,1e,bb,20,e,18,f0,3e,ff
140 DATA 32,31,97,af,32,ec,96,c3,e9,96,cd,ab,9c,c,20,57,49,4c,4c
150 DATA 20,59,4f,55,20,55,53,45,20,44,52,49,56, 45,20,5b,42,5d
160 DATA 20,46,4f,52,20,44,45,53, 54,49,4e,41,54,49,4f,4e,20,20,44,49,53
170 DATA 43,20,3f,0,3e,2b,cd,1e,bb,20,16,3e,2e,cd,1e,bb,28,f2,cd,6c
180 DATA bb,3e,ff,32,31,97,af
190 DATA 32,ec,96,c3,e9,96,cd,ab,9c,c,20,44,52,49,56,45,20,41
200 DATA 20,3d,20,53,4f,55,52,43,45,20,20,44,52,49,56,45
210 DATA 20,42,20,3d,20,44,45,53,54,49,4e,41,54, 49,4f,4e,20,50
220 DATA 72,65,73,73,20,41,6e,79, 20,4b,65,79,20,77,68,65,6e,20,72,65,61
230 DATA 64,79,0,3e,50,32,31,97,cd,a5,9c,cd,18
240 DATA bb,3e,1,32,ec,96,21,8,97,22,ac,a5,22,a1,a5
250 DATA 21,ed,96,22,90,9b,21,e,97,22,37,9c,3e, cd,32,8f
260 DATA 9b,32,36,9c,21,26,97,22,66,9c, c3,f5,97,0,32,8f,9a
270 DATA 3a,ec,96,32,95,9a,32,7b,99,fe,0,c8,3e,c3,32,9d,9b,21,a9,9b
280 DATA 22,9e,9b,c9,3a,95,9a,c3,9c,a5,e5,32,96,9a,af,32,7b
290 DATA 99,32,95, 9a,3e,21,32,9d,9b,21,d5,9a,22,9e,9b,e1
300 DATA c9,cd,e,97,cd,a5,9c,af,32,ec,96,c9,0,3a,8f,4a,fe,0,ca,1f,96
310 DATA 3a,ec,96,fe,0,ca,f5,97,cd,a0,a5,c3,4,98,0,0,0,0,0,0,0,0,0,0
```

SUMMARY

A subtle change in the presentation of tape based programs took place during 1986. The obvious and understood need for the suppliers to protect their "goodies" from piracy became matched with maximum effort to prevent them being transferred to disc. Perhaps NOT unreasonable if equivalent were readily available in disc form, but all too often they were not. Extreme paranoia was evidenced by very rude messages embedded in the code of some programs. Notable, but not repeatable, was the message to "hackers" in the game SPLIT PERSONALITIES. It gave me great satisfaction to deny the author his intentions by eventually getting it to run from disc. I would only advise seasoned "one-off" meddlers to attempt this one if they have a day or two to spare ! In view of the ease with which one CAN prevent programs from transferring to, and running from, disc it is somewhat remarkable that the list of SPECIALS [those that cannot be transferred with the aid of BSM] is relatively short when compared with the total of close on 500 programs in my files. At the time of compiling this summary [2.1.87] I have only two, MERMAID MADNESS and FIGHTING WARRIOR, that have so far eluded me. There are, of course, a great deal of newer games yet to be inspected. The current trend in multi-part, multi-load programs, is going to be one of the hassles we have to accept. The main and loader part of such as GAUNTLET [US GOLD] and THE EIDOLON write out the AMSTRAD O/S and use their own. As a result, although it will be possible to transfer the loader part in some cases, is that the individual "game level" files MUST be loaded from tape. I forecast that overall the balance in 1987 will remain pretty much as it is now - but with more programs becoming available on heavily protected discs.

Some hints to avoid those niggling "errors" that occur from time to time:

- A) BEFORE attempting any transfer, just check to see that the tape program will LOAD and RUN properly on your AMSTRAD !
- B) When using CLONE ARRANGER to dump to tape, ENSURE that the leader section is wound past. I.E., the tape will record !
- C) If you don't have a "remote" tape lead for your 6128/664 get one: the old DRAGON type is OK, and usually very cheap!
- D) Watch for files transferring under OPTION 1 with the SAME name - last becomes .BAK, one before is erased !

The price of NEMESIS software remains as low as is possible, thanks are very largely due to the happy band of "meddlers" that keep me informed of all the programs they manage to transfer and vice-versa. I am assured that the value of the BONZO utilities is greatly enhanced by the amount of information that is put into NEWSLETTERS. Your news, however small, will be eagerly awaited throughout 1987.

Colin H. NEMESIS